

Micromundo Burgopolis: Aplicación de la Informática en la Educación como Soporte para la Introducción de la Ingeniería de Sistemas Sociales como Elemento Fundamental de la Formación en Participación Ciudadana. Enfoque Dinámico-Sistémico

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ABSTRACT

In this document a proposal educational software is presented for the incorporation of the computer technology in the understanding of the social systems, supported in a learning environment where the professor and the student in an interaction mediated by a microworld, develop the basics forms of Systemic Thinking proposed by Richmond³, based on System Dynamics models, inside a pedagogic outline based on the making knowledge, using the administration of a virtual municipality as support for the introduction to the Social Systems Engineering of the that will allow the formation in civic ethics. In the development of the tool the Dynamic-systemic thought is used and the learning is favored, combining the game with the different languages of System Dynamics: conceptual, causal, graphic, audiovisual, it also facilitates the experimentation through the simulation with the purpose of that the students acquire sensibility on the most important problems that are in the social environment.

Palabras Claves: Micromundos, Pensamiento Dinámico-Sistémico, Dinámica de Sistemas, Informática Educativa.

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